Claims - rewritten

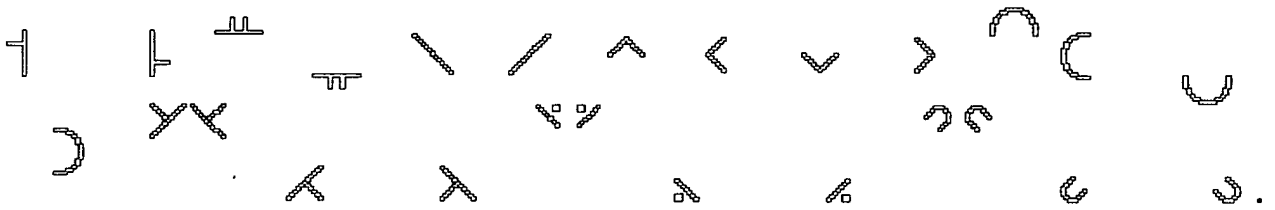
Claim #1.

I claim the rights to the two part process called DRYBEDOC. The process establishes shapes and values for DRYBEDOC alphabet characters.

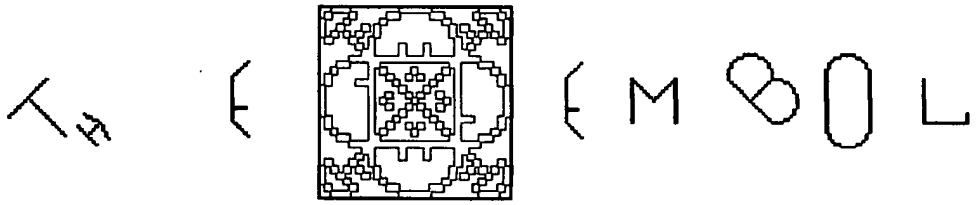
DRYBEDOC Process part #1.

The process creates shapes and establishes values for the 26 Independent Designs (D) that through unique alignment and joining create " THE EMBOL", a copyright geometric symbol. The following D have been computer installed as a font displayed in size 36, and in this example are assigned, left to right, equivalent English alphabet character values A thru Z.

D

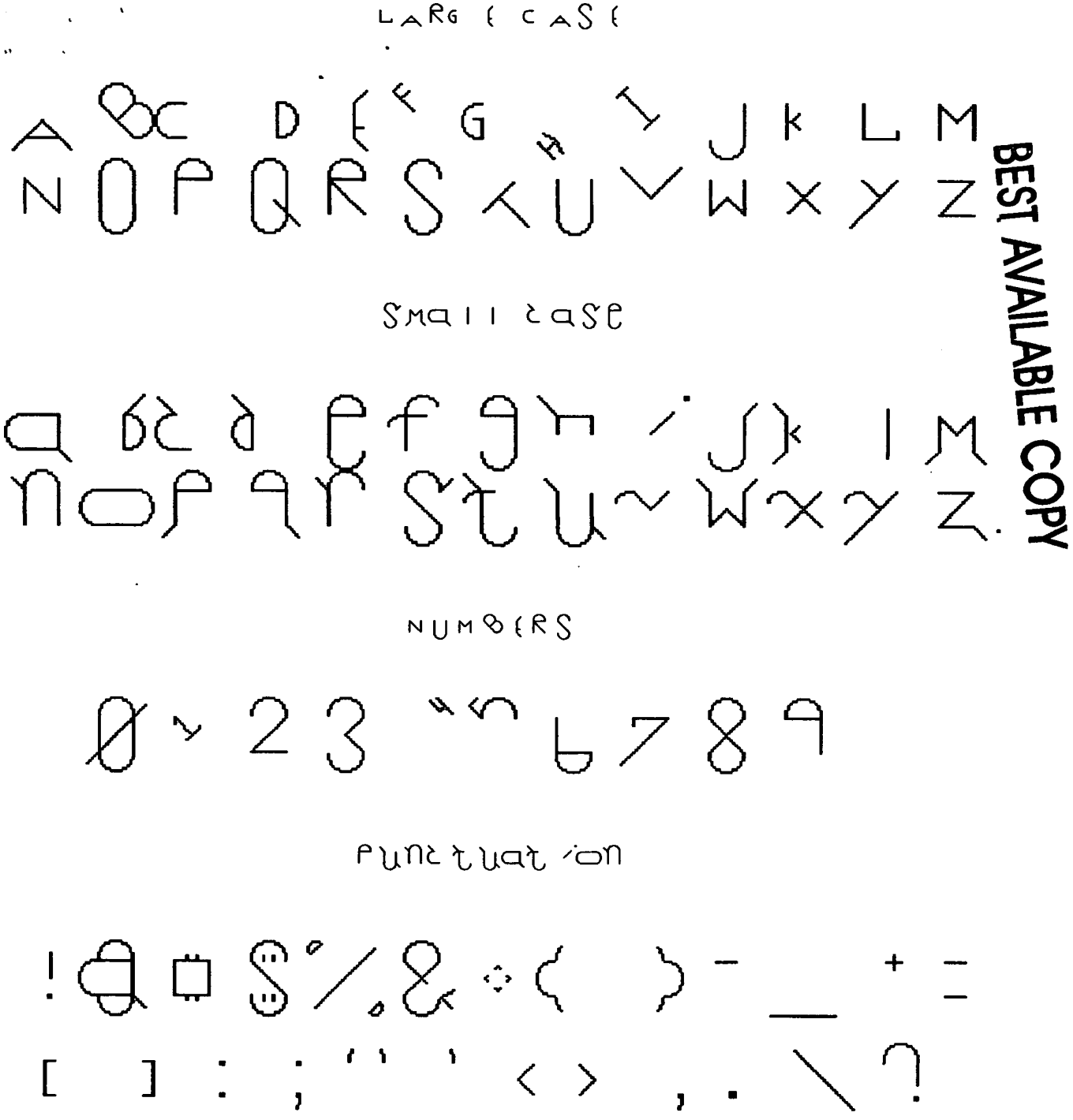


Unique alignment and joining of the D create "THE EMBOL", displayed below using a size 72 graphic font with size 36 DRYBEDOC alphabet characters. DRYBEDOC alphabet characters can be created solely through reference to THE EMBOL.



DRYBEDOC Process part #2.

Establishes shapes and values of DRYBEDOC alphabet characters. Character values are determined by shape and D values used to create individual characters, and are unique to " THE EMBOL". The following DRYBEDOC alphabet characters have been computer installed as a font displayed in size 36, and are assigned, left to right, equivalent English alphabet character values A thru Z.



Character shape is determined by designating specific lines from THE SYMBOL. Character values are predetermined by the assigned values of the ↘ D. When ALL of an ↘ D is used in the shape of a character a LARGE CASE DRY BOX CHARACTER is used to designate that ↘ D. When PART of an ↘ D is used in the shape of a character a SMALL CASE OR ANY OTHER CHARACTER is used to designate that ↘ D.

Each ∖ D value becomes part of a character's name.

Example:

DRYBEDOC※alphabet character ⋏ uses part of 5 different ∖ D (⋌ , lower left leg, ⟋ , upper left leg, ⟍ , upper right leg, ⋋ , lower right leg, ⫟ , horizontal cross piece). When utilizing stated ∖ D values the name of ⋏ is ᑫꜰ ꟼ↑ð .
The same procedure is employed in determining all DRYBEDOC※alphabet characters names.

Claim #2.

I claim all rights to the 4 part process called DRYBEDOC※Shapes. The process establishes shapes and values for graphic font DRYBEDOC※alphabet characters. THE※EMBOL ∖ D are used in all character creations. DRYBEDOC※Shapes allows individual words to be communicated using one DRYBEDOC※alphabet character.

DRYBEDOC※Shapes Process.

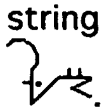
Establishes ∖ D order and ∖ D string appearance.

The word to be communicated is "watch".

Example:

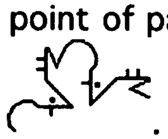
Part #1

∖ð for watch is ╮ ┼ ⟋ ⫟ < . By joining the ∖ D at junction points the string would appear as:



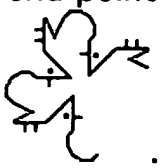
Part #2.

Requires part #1 duplication and 90 degrees right rotation then joining the end point of part #2 to the start point of part #1, and would appear as:



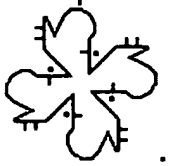
Part #3.

Requires part #2 duplication and 180 degrees right rotation then joining the end point of part #3 to the start point of part #2, and would appear as:



Part #4.

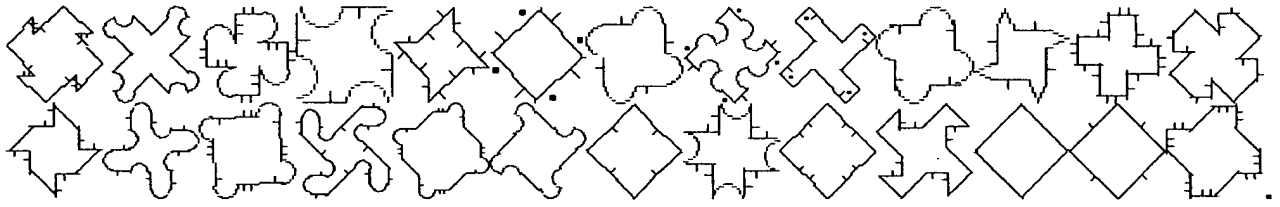
Requires duplication of part #3 and 270 degrees right rotation then joining the end point of part #4 to the start point of part #3, and would appear as:

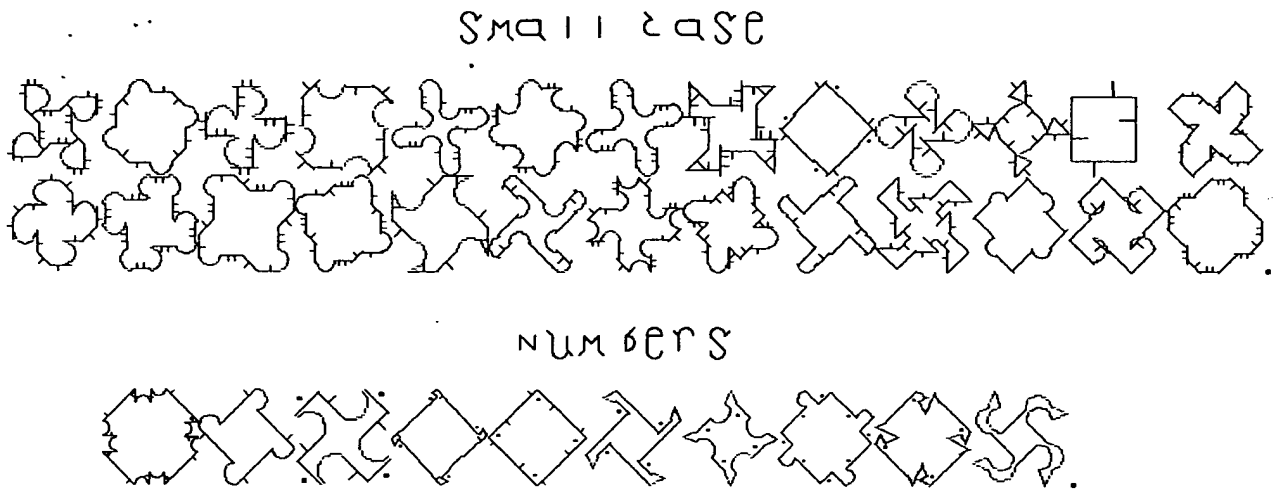


Only part #1 of the DRYBEDOC Shape for the word 'watch' is produced using correct ↘ D. The ↘ D of parts #2, #3, and #4 are incorrect as they do not appear on THE EMBOL in exact position and alignment. All DRYBEDOC Shapes have been created as font and have been assigned keystroke values of varying order. DRYBEDOC Shapes can be created solely through reference to THE EMBOL. All words can be communicated as single characters using the DRYBEDOC Shapes process.

Example size 36 A thru Z DRYBEDOC Shapes, left to right, names can be determined by correctly reading each DRYBEDOC Shape:

LARG (CAS (





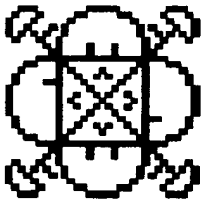
Claim #3:

I claim all rights to the two part process called DRYBEDOC Barcodes. The process establishes the appearance and values of the DRYBEDOC Barcodes characters, and utilizes the same ↘ ᴅ as all DRYBEDOC font.

Part #1.

Rotate THE EMBOL 180 degrees from it's face appearance, causing THE EMBOL to appear as a vertical line, displayed below in a size 72 font:

Face



180 degree rotation

Part #2.

Barcode characters are created by moving the pixels of each DRYBEDOC alphabet character one pixel either left or right of the vertical line, displayed below in a size 72 DRYBEDOC Barcode font, assigned left to right, to English equivalent A thru Z values:

DRYBEDOC Barcode characters can be created solely by reference to THE EMBOL.

All DRYBEDOC fonts
appear on the EMBOL
in exact position and alignment,
and can be installed in any
operating system.